

METAMARTIAL FEATS (FOR D&D 3.5E)

All metamartial feats are fighter bonus feats.

If they mention a Saving Throw, the DC is 10 + BAB.

You cannot take a combined penalty from metamartial feats at any given attack that exceeds your BAB.

If you have questions over the nature of this document, there is a Design Notes section at the end.

LOW-LEVEL METAMARTIAL FEATS

1. [Blinding Attack] (Ex)

Prerequisite: BAB +5

Effect: As part of an attack, you may take a -5 penalty on the attack roll. If you hit and deal damage, the creature is blinded permanently (Fortitude Save negates). This does not work on creatures with no eyes or bizarre anatomies.

2. [Crippling Attack] (Ex)

Prerequisite: Power Attack, BAB +5

Effect: As part of an attack, you may take a -5 penalty on the attack roll. If you hit and deal damage, the creature suffers 2 points of Strength or Dexterity ability damage (Fortitude Save negates, your choice over the score).

3. [Daze Attack] (Ex)

Prerequisite: BAB +5

Effect: As part of an attack, you may take a -5 penalty on the attack roll. If you hit and deal damage, the creature is dazed until the beginning of your next turn (Fortitude Save negates).

4. [Extend Attack] (Su)

Prerequisite: BAB +5, Wisdom 13+

Effect: As part of an attack, you may take a -5 penalty on the attack roll to double its reach.

5. [Force Attack] (Su)

Prerequisite: BAB +5, Wisdom 13+

Effect: As part of an attack, you may take a -5 penalty on the attack roll to treat it as a Force Effect. It deals damage normally to incorporeal or ethereal creatures and ignores their concealment.

6. [Mobile Attack] (Ex)

Prerequisite: BAB +5, Dexterity 13+

Effect: You can make one standard attack while moving before and after up to your speed, taking a -5 penalty on the attack roll. You do not provoke attacks of opportunity due to movement while using Mobile Attack. This effectively replaces the function of Spring Attack, sparing you three feats in the place of one.

7. [Rapid Attack] (Ex)

Prerequisite: BAB +5, Dexterity 13+

Effect: As part of a full-attack action, you may take a -5 penalty on all your attack rolls to gain one additional attack at your highest attack bonus. This does not stack with Haste or similar effects.

8. [Shielding Attack] (Ex)

Prerequisite: Combat Expertise, BAB +5

Effect: If you sacrifice at least 5 points of attack bonus while using Combat Expertise, you benefit from DR 5/- until the start of your next turn.

9. [Sickening Attack] (Ex)

Prerequisite: BAB +5

Effect: As part of an attack, you may take a -5 penalty on the attack roll. If you hit, the creature is sickened for 1 minute (Fortitude Save negates). You are not required to deal damage for the effect to take place.

MID-LEVEL METAMARTIAL FEATS

1. [Death Attack] (Ex)

Prerequisite: BAB +10

Effect: As a full-round action that does not provoke attacks of opportunity, you can make one attack at your highest attack bonus -10. If you hit and deal damage, you deliver a death effect (Fortitude Save negates).

2. [Drain Attack] (Su)

Prerequisite: BAB +10, Wisdom 13+

Effect: As part of an attack, you can take a -10 penalty on the attack roll. If you hit and deal damage, the creature suffers 2 points of Strength ability drain (Fortitude Save negates). You receive 5 temporary HP that persist for 1 hour per successful use.

3. [Freezing Attack] (Su)

Prerequisite: Drain Attack.

Effect: As part of using Drain Attack successfully, deal 2 points of Dexterity ability damage and +3d6 cold damage.

4. [Paralyzing Attack] (Ex)

Prerequisite: BAB +10

Effect: As part of an attack, you can take a -10 penalty on the attack roll. If you hit, the creature is paralyzed until the start of your next turn (Fortitude Save negates). You are not required to deal damage for the effect to take place.

5. [Piercing Attack] (Ex)

Prerequisite: BAB +10

Effect: As part of an attack, you can take a -10 penalty on the attack roll. If you hit, you ignore damage reduction and regeneration.

6. [Quicken Attack] (Ex)

Prerequisite: BAB +10, Dexterity 15+

Effect: You can make one attack at your highest attack bonus -10 as a Swift Action.

7. [Sudden Attack] (Ex)

Prerequisite: Quicken Attack

Effect: You can make one attack at your highest attack bonus -10 as an Immediate Action.

8. [Terrifying Attack] (Ex)

Prerequisite: BAB +10

Effect: As part of an attack, you may take a -10 penalty on your attack roll. If you hit and deal damage, the target is frightened for 1 minute (Will Save negates partially, instead Shaken for 1d4 rounds). All its allies within 60 feet must also roll the Will Save or be affected, but they negate the fear effect completely, not partially.

9. [Thundering Attack] (Ex)

Prerequisite: BAB +10, Power Attack.

Effect: As part of using power attack, you deal an additional +1d6 sonic damage if you sacrificed at least 5 attack points, or +3d6 sonic damage if you sacrificed at least 10 attack points.

10. [Wide Attack] (Su)

Prerequisite: Extend Attack, Great Cleave, BAB +10

Effect: As a full-round action that does not provoke attacks of opportunity, you can unleash a 60-foot cone from your position. You deal your standard weapon damage (as if you rolled and hit with an attack) to all within the area. A Reflex Save is allowed for half damage.

HIGH-LEVEL METAMARTIAL FEATS

1. [Barrier Attack] (Su)

Prerequisite: BAB +15, Superior Expertise.

Effect: As part of using Superior Expertise, you receive Spell Resistance 15 if you have sacrificed at least 5 attack points, Spell Resistance 20 if at least 10 attack points, or Spell Resistance 25 if at least 15 attack points.

2. [Binding Attack] (Su)

Prerequisite: BAB +15, Wisdom 13+

Effect: As part of an attack, you may take a -15 penalty on the attack roll. If you hit, the creature is soul-trapped within your weapon, or body if you are using a natural attack (As Trap the Soul, Will Save negates). You may only have one such

creature trapped within yourself or a weapon, and you may release them at will. They are released automatically if you die, or the weapon is destroyed. You are not required to deal damage for the effect to take place. Manufactured weapons must be magical (at least +1 enhancement bonus), otherwise they automatically break and the effect fails.

3. [Cometary Attack] (Ex)

Prerequisite: Thundering Attack, BAB +15

Effect: As part of using Thundering Attack, you deal an equal amount of bonus fire damage. You may improve the additional damage to 6d6 if you sacrifice at least 15 attack points instead.

4. [Disjunctioning Attack] (Ex)

Prerequisite: BAB +15, Wisdom 13+

Effect: As part of an attack, you can take a -15 penalty on the attack roll. If you hit, you deliver a targeted Dispel (Caster Level 15, as the spell). You are not required to deal damage for the effect to take place. As a full-round action, you can target a Force Effect and deliver one attack at your highest attack bonus -15. If you hit against AC 30, the Force Effect is destroyed. Permanent effects are instead disabled for 1 minute.

5. [Disrupting Attack] (Su)

Prerequisite: BAB +15, Wisdom 15+

Effect: As part of an attack, you can take a -15 penalty on the attack roll. If you hit and deal damage, you may deliver a disruption effect against undead (Will Save negates).

6. [Distant Attack] (Su)

Prerequisite: Extend Attack, BAB +15

Effect: As part of an attack, you may take a -5/-10/-15 penalty on the attack roll to add +30/+60/+90 feet on the attack's reach respectively. This does not stack with Extend Attack, use one or the other feat.

7. [Enervating Attack] (Su)

Prerequisite: Draining Attack, BAB +15

Effect: As part of an attack, you may take a -15 penalty on the attack roll. If you hit, the creature suffers from 2 Negative Levels (Fortitude Save to remove after 24 hours). You are not required to deal damage. You receive 10 temporary HP that persist for 1 hour per successful use.

8. [Flash Attack] (Ex)

Prerequisite: Mobile Attack, BAB +15

Effect: As part of using Mobile Attack, you may double your movement and gain total concealment, but your penalty on the attack roll is -15 instead of -5. Alternatively, you may combine Mobile Attack with a full-attack action, but all attacks suffer from a -10 penalty on their rolls.

9. [Mindbreaking Attack] (Ex)

Prerequisite: BAB +15

Effect: As part of an attack, you may take a -15 penalty on the attack roll. If you hit, the creature is confused for 1 minute (As Confusion Spell, Will Save negates). You are not required to deal damage for the effect to take place.

10. [Planar Attack] (Ex)

Prerequisite: Disjunctioning Attack

Effect: As part of an attack, you may take a -15 penalty on the attack roll. If you hit, you cause a planar rift that teleports the creature to a random plane of existence (Reflex Save negates). You may target a space instead, and if you hit against AC 30, you create a planar rift that persists for 1d4 rounds and that you may use to teleport to a random plane of existence yourself.

11. [Resolute Attack] (Su)

Prerequisite: Shielding Attack, Superior Expertise, BAB +15

Effect: As part of using Superior Expertise, you benefit from Damage Reduction 10/- and Energy Resistance 10 (against all energy types) if you sacrifice at least 5 attack points, DR 15/- and Energy Resistance 15 if at least 10 attack points, or DR 20/- and Energy Resistance 20 if at least 15 attack points.

12. [Rippling Attack] (Ex)

Prerequisite: BAB +15, Dexterity 15+

Effect: As part of an attack, you may take a -15 penalty on the attack roll to deliver it as a touch attack.

13. [Uttercold Attack] (Su)

Prerequisite: Freezing Attack, Enervating Attack

Effect: As part of using Enervating Attack successfully, you deal 2 points of Dexterity ability drain and +6d6 cold damage.

EPIC METAMARTIAL FEATS (OR NEAR-20 LEVELS FOR NON-EPIC TABLES)

1. [Absolute Attack] (Ex)

Prerequisite: BAB +20, Piercing Attack

Effect: Make one attack as a full-round action that provokes attacks of opportunity (and a Concentration Check if they deal damage). If you hit, you automatically deal enough damage to reduce the creature to -10 HP. This attack ignores damage reduction and regeneration, but is stopped by effects that provide immunity to direct damage. You may not combine this with other metamartial feats, nor alter or reduce its penalty.

2. [Boundless Attack]

Prerequisite: Distant Attack, Wide Attack

Effect: You add +30 feet to the reach of your Distant Attack and area of your Wide Attack. You can take this feat more than once, each adding 30 more feet.

3. [Extreme Celerity]

Prerequisite: Flashing Attack

Effect: You may use your full-attack action while moving at twice your movement speed and benefit from concealment. All your attacks suffer from a -15 penalty however.

4. [Hyper Guard]

Prerequisite: Resolute Attack

Effect: While benefitting from Resolute Attack, your DR and Energy Resistance are doubled.

5. [Magical Aegis]

Prerequisite: Barrier Attack

Effect: Your Spell Resistance while using Barrier Attack is now 20, 25 or 30. If you sacrifice 20 attack points or more, you receive Spell Reflection 32. Spell Reflection is like Spell Resistance, but the resisted spell is deflected back at the caster. You may only deflect targeted spells. A deflected spell cannot be re-deflected.

6. [Metamartial Focus]

Prerequisite: At least 5 metamartial feats.

Effect: You may reduce the individual attack penalty imposed by all your metamartial feats by 5, to the minimum of -5. This has no effect on Absolute Attack.

7. [Metamartial Prowess]

Prerequisite: At least 5 metamartial feats.

Effect: You may combine the effects of two metamartial feats, while only applying the highest attack penalty and using the most time-consuming action of the two where applicable. You can take this feat more than once, each time being able to combine 3 or more metamartial feats together. You may not use this ability to combine two or more metamartial feats that explicitly forbid being used together.

8. [Mighty Attack] (Ex)

Prerequisite: Power Attack, BAB +20

Effect: As part of making an attack, you may take a -5/-10/-15/-20 penalty on the attack roll to deal +25/+50/+75/+100 damage. This additional damage is considered power attack damage for all relevant feats that require or influence power attacking.

9. [Sealing Attack] (Ex)

Prerequisite: BAB +20, Intelligence 13+

Effect: As part of making an attack, you may take a -20 penalty on the attack roll. If you hit, the creature is denied its

spellcasting or manifesting ability for 1 hour (Fortitude Save negates). You are not required to deal damage for the effect to take place.

10. [Sudden Blitz]

Prerequisite: Immediate Attack

Effect: You can make two attacks at your highest attack bonus -10, instead of one, as an Immediate Action. You can take this feat a total number of three times, each time allowing one additional attack (maximum four).

DESIGN NOTES

1. Why does this exist?

I made this to cater to certain needs at my table. There are times that a player might want to play a martial character, without resorting to one of the three initiator classes from Tome of Battle. These metamartial feats are my attempt at keeping something like a Fighter relevant in battle.

2. I don't see how this helps martial characters outside of battle.

A Fighter fights, that's what he does. I never claimed that I tried to make martial classes Tier 2+ with just a few feats. Metamartial feats are there to provide more options with a character's BAB and provide features that are normally locked behind obscure feat combinations and prestige classes nobody would realistically touch.

3. Why is X ability so low / so high?

The feats are designed to align with the level a spellcaster can usually do such things, whether curing or inflicting them. The only difference is that a martial character uses his BAB and taxes his feat slots, while a spellcaster is limited by his spell slots.

4. These make (SRD) martial characters too strong!

No they don't. They are barely adequate at elevating such classes to Tier 3, maybe. Absolute Attack is the only edge case a Wizard cannot replicate without loophole abuse, and even then the conditions to deliver it are extremely specific.

5. Some abilities are listed as Extraordinary, when they should be Supernatural.

This is intentional. These abilities are meant to 'save' a martial character from common tactics like a Forcecage spell, a creature that blatantly cannot be handled unless a spellcaster is handholding the party, or from being stranded to a potentially very lethal plane. Making them susceptible to anti-magic only underplays their function.

6. Why use this when X already exists?

As I said, not all players have the mental fortitude (or time), to shift through 200+ supplemental books to discover the particular feat chain that will allow them to do one thing, that casters can already do, in an underwhelming way.

7. But Tome of Battle and/or Spellcasting already covers me.

Good for you, some players do not wish to reduce their roleplaying experience by playing spellcasters or oriental Kung Fu wizards to 'keep up' at the table. This is the intended use of this document, to allow martial characters to keep up without resorting to Tome of Battle and its mechanics. Some players (perhaps sadly) do not wish to keep track of spell lists, spell slots, a dozen maneuvers and stances, preparation and recovery times.

8. I like some things, but dislike others.

You are free to add, edit or discard anything that you see in this document for your own table's needs.

9. I do not like that they are practically at-will abilities.

Consider the following: They require feat slots, which are precious and limited, they requires ventures (Wisdom / Intelligence) that a martial character ordinarily won't touch, and the attack bonus penalties are nothing to laugh off without serious cheese involved.

AFTERWORD

Metamartial Feats were heavily inspired from the maneuvers of the same name in **Immortals Handbook: Ascension**. This is my attempt at bringing them to a level that they are actually needed for the casual table, not super-high epic levels. Martial characters need options with arguably the most important resource they have, which is their BAB, and barring such utility behind obscure supplements does not do them justice. As I was once told, «martial require utility way before you hit Level 21+. If you provide it then, not before, it is practically useless for the ordinary table.»